PAPER MARIO™/MC

THE THOUSAND-YEAR DOOR

INSTRUCTION BOOKLET /
MODE D'EMPLOI

NINTENDO GAMECUBE™/MC

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

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French-speaking representatives and game counselors are also available
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PAPER MARIO
THE THOUSAND-YEAR DOOR

TM/MC

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Controls

In the Field | On Battle/Menu Screen

Control Stick

Walk/Run P.11

Move Cursor

Z Button

Display Stats P.11

START/PAUSE

Open Menu Screen P.13

: Control Pad

Shortcut to Menu Screen

Gear P.23

Party P.23

Badges P.24

Journal P.25

C Stick

(When Displays)
Read Continuing Message

At any time while playing the game, hold down X, B, and START/PAUSE to reset the game and return to the title screen.

Y Button / R Button

Use Mario's Abilities P.13

Plane Mode
Y

Paper Mode
R (Press and Hold)

Tube Mode
R + ◎

(Y on Battle Screen) Let Partner Attack First P.14

X Button

Use Partners' Abilities P.12

(When X Appears on Battle Screen) Attack P.19

A Button

P.11 Jump

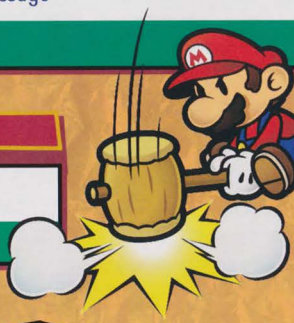
(When 💬 Displays) **Talk** to Nearby Character

(When ❗ Displays) **Investigate** Nearby Object or Door

(When ★ Displays) **Read** Next Message

Confirm an Action

B Button



P.12 Hammer

Cancel Action/Return to Previous

Starting a Game

Place the Game Disc into the Nintendo GameCube and insert a Memory Card into Slot A (Slot B is not used). Close the Disc Cover and turn the power ON. When the title screen appears, press START/PAUSE to go to the file-selection screen.

Playing for the First Time

Follow the directions on the screen to create a Paper Mario: The Thousand-Year Door Save File on the Memory Card. On the file-selection screen, choose from Files 1 through 4 to save Mario's quest data. Choose the File you want to use with ◎ and press A to select it.

File-Selection Screen

Input your name. When finished, highlight "Done" and press A.

Name-Input Screen

◎ Choose Letters
A Input Letters B Backspace

Continuing a Game

If you've saved a game, you can continue from the last saved point. Choose the File you'd like to play.

About Saving → P.9

Erasing Data

You may erase data that you no longer need. Select "Erase Data", then use ◎ to select the File and press Ⓐ.

Erased data cannot be recovered. Please be careful when erasing data.

Copying Data

You may copy game data from one File to another. Select "Copy File", then select the File you wish to copy with ◎ and choose another File with no game data that you will copy to. If there's any data in the destination File, it will be erased, so please be careful.

Back

Return to Previous Screen.

Sound Settings

You can set the game sound to Mono, Stereo, or Surround.

Rumble Settings

You can use this option to adjust whether or not the Controller rumbles.

About Saving

Saving your adventure requires a Save Block, which you can find all around the world. You'll also have the option of saving after completing each chapter.

Jump up into a Save Block from below to activate it.

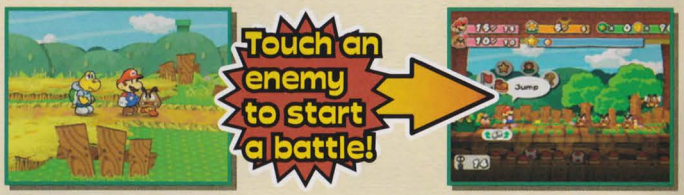
★ In order to save, you must have a Memory card in **Slot A** with one free file and **17 blocks** of free memory.

★ If you have saved a previous game, you may resume play at any time. Just confirm that there is a Memory Card in Slot A containing a Paper Mario: The Thousand-Year Door Save File.

For more information about erasing Save Files or formatting Memory Cards, please check your Nintendo GameCube instruction manual.

In the Field

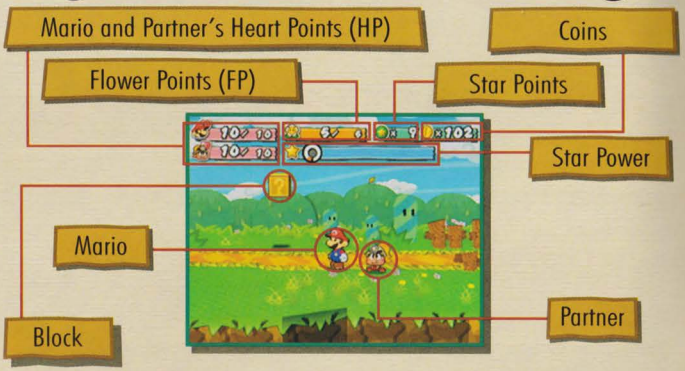
Mario's adventure with his friends plays out on two screens: the field screen, where he talks to people and solves puzzles, and the battle screen, where he fights enemies that try to block his path.



Field Screen

Battle Screen P.14

Viewing the Field Screen



Yellow Block
This block may block your path. Break it with your hammer.

Recover Blocks
If you pay the number of coins written on this block, you will recover all HP and FP. P.22

? Block
This block contains items or coins that it will release when you jump into it.

Switch
Hit or jump onto this to activate it.

Field Screen Controls

Control Stick - Walk/Run/Move

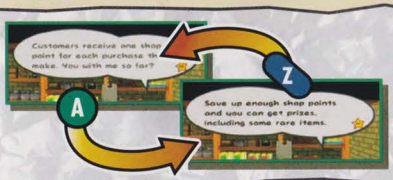
Tilt the Control Stick in any direction to make Mario walk. Mario will walk slowly if you tilt it slightly, and he will run if you tilt it all the way.

Stand on top of a pipe and tilt Down on to enter.

Move the cursor with to choose a response during a conversation.

Turn the stats display on or off.

You can display stats for Mario and his partner. The display will also indicate shortcuts to different pages of the menu. P.6 Press again to hide the stats display.


Customers receive one shop point for each purchase they make. You with me so far?
Save up enough shop points and you can get prizes, including some rare items.

Press during a conversation to go back to the previous conversation window.

Jump

Make Mario leap into the air.

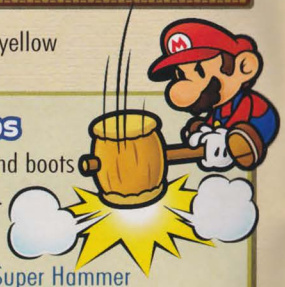
When an icon appears near Mario, press to carry out the action signified by the icon.

Speak to someone near you. Press to scroll to the next part of the message.

Open doors and check suspicious areas.

B Hammer

Swing your hammer to hit enemies, break yellow blocks, and smack trees.



Hammer and Jump Power-Ups

In your travels, you'll find new hammers and boots to power up your hammer swing and jump.

Super Boots

Press A in mid-jump to do a Ground Pound and break things under you.

Super Hammer

Use this to break some huge yellow blocks that your first hammer can't handle.

X Use Partners' Abilities

Use the ability of the partner traveling with you. Use each partner's abilities to clear each stage, find secret areas, and solve puzzles.

P.23

Partner Abilities

Goombella

Provides useful information about the surrounding area or the person/enemy in front of you.

Koops

Hides in his shell and sails out in front of you to recover distant items, attack enemies, or activate switches.

Flurrie

Blows a strong wind to confuse enemies or uncover nearby secrets.

Several other partners will join you, each with their own amazing abilities.

Y R Use Mario's Abilities

Mario will learn to take different forms during his adventure. The buttons used to activate these are different for each ability.

Learn from Black Chests

During your adventure, you will encounter black chests. Opening these will allow Mario to learn new abilities.

Mario's Abilities

When Mario learns a new ability, he'll be able to access previously unreachable areas.

Plane Mode

Change into a paper airplane and fly through the air. Tilt ◎ Right and Left with good timing to fly farther.

Stand on this tile and press Y to transform.

Paper Mode

Press and hold R to make Mario turn sideways. If you use ◎ to make Mario walk in this mode, he can fit through narrow spaces.

Tube Mode

Hold down R and rotate ◎ to roll up into a tube. Then Mario can roll under obstacles or into low, small spaces.

There are even more abilities that Mario can learn.

START/PAUSE Open the Menu Screen

Open the menu screen → P.22 to confirm Mario and his partners' abilities, items, and badges.

The Battle Screen

When you bump into an enemy on the field screen, you will automatically switch to the battle screen and battle will begin.

Striking First

If you use your jump, hammer, or Koops's shell to strike an enemy first on the field screen, then you'll get one extra turn when the battle starts. On the other hand, if an enemy strikes you first on the field screen, they'll get one extra turn when the battle starts.

Battle Flow

In battle, Mario, his partner, and each enemy will strike once in order. When all have attacked, the turn will end and the next turn will start with the same order.

When you win a battle, you'll receive Star Points (→ P.21) and return to the field screen. Then the defeated enemy will dispense coins and items.

Game Over

When Mario's HP reach 0, the game will end and you will have to resume play from the last saved point. If your partner's HP reaches 0, the game will not end, but that partner will no longer be able to act in battle.

Viewing the Battle Screen

Mario and Partners' Parameters P.22

Commands

Select a command with ◎ and press Ⓐ to confirm.

Enemy (Ceiling)

Enemy (Air)

Audience Number P.18

Enemy (Ground - Lead)

Enemy (Ground - Rear)

Pay Attention to Enemy Placement

Depending on where an enemy is, some of Mario and his partners' attacks may not reach. For example, Mario's jump can't reach enemies on the ceiling. Also, Mario's hammer can only be used to attack enemies in the lead on the ground.

Mario's Commands

Jump

Stomp on an enemy to cause damage.

You can also attack enemies in the rear or in the air.

Jumping on an enemy with spikes will cause Mario to take damage.

Hammer

Smack an enemy with a hammer.

You can attack spiky enemies without taking damage.

You can't use the hammer to attack enemies in the rear, in the air, or on the ceiling.

Using Action Commands

When Mario and his partners attack enemies, following the on-screen cues may earn you a NICE!, which causes more damage than normal. This is called an Action Command.

Jump Type

As soon as you land on the enemy, press A with good timing.

Hammer Type

Tilt the Control Stick to the Left and release when the screen cues you to do so.

Defense Action Commands

Guard

As soon as an enemy's attack makes contact with you, press A to reduce the amount of damage taken.

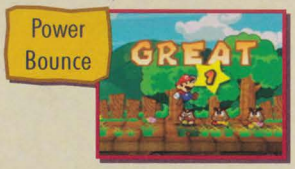
Superguard

Press B with perfect timing during an enemy's attack to counter the attack and return some damage. However, this timing is much more difficult than the regular guard.

The description for each Action Command will appear when you select an enemy to attack.

Badge Techniques

Some badges, when equipped, will allow you to use new hammer or jump techniques (P.24). These can deal great damage to an enemy, and some can target multiple enemies at once. Simply choose Jump or Hammer and scroll down to see the choices.



Keep bouncing on an enemy until you miss an Action Command.

Attack all enemies on the ground or ceiling.

Items

You can use items to recover HP and FP, or to cause damage to enemies.

Mushroom

Recovers 5 HP. Can be used in the field.

Tasty Tonic

Cures status ailments like poison or sleepiness.

Honey Syrup

Recovers 5 FP. Can be used in the field.

Fire Flower

Attacks all enemies with balls of fire, causing 3 damage to each.

Special Moves

These powerful special techniques consume Star Power (P.18) to heal Mario and his partner, or to massively damage enemies.

Tasty Treat

Shoot stars at the targets to earn HP and FP for Mario and his partner. Also cures status ailments.

Earth Tremor

Attacks all enemies on the ground. If you succeed in entering all the Action Commands, this move will work even on airborne enemies.

Status Ailments

Status ailments impair your ability to fight, but they disappear when the battle ends. Using items can take care of them immediately, however. The effect of the status ailment lasts the number of turns indicated on the status icon floating next to you.

Poisoned

You will take poison damage on every turn.

Sleepy

You will fall asleep and be unable to move.

Dizzy

You will become more likely to miss when attacking.

◆Star Power and the Audience◆

Once Mario has learned a special move, audience members will start to show up in the seats on the battle screen. If you please your crowd, you'll earn Star Power that can be used in battle.

Star Power Gauge

Each dot represents one unit of Star Power.

This is an empty unit of Star Power.

This is a quarter unit of Star Power, in the process of filling up.

This is what a full unit of Star Power looks like.

Audience

The audience will applaud for some of Mario's actions in battle.

Gaining Star Power

Using special moves depletes Star Power, but you can gain more in battle with the actions described below. The more audience members that are present, the faster your Star Power will fill up.

Appeal P.20

Choosing Tactics on the battle menu will allow you to Appeal to your crowd and increase your Star Power.

Complete Action Commands P.16

If you succeed in completing Action Commands while attacking, you will gain Star Power and increase the size of your audience. Failing Action Commands decreases the size of your audience.

Immediately before and after your attack connects, you can use A with good timing to do Stylish moves with each attack. These are not Action Commands, and they don't influence the damage you do, but they can help you recover large amounts of Star Power.

BINGO Chances

Every time you successfully complete an Action Command when attacking an enemy, a BINGO icon will appear.

BINGO icons appear here.

If two such icons match, then upon your next successful Action Command, you'll be given the chance to stop a rotating icon wheel for the third mark with (A). Try to make all three icons match.

If all three icons match, you'll receive a BINGO bonus according to the icons you matched. You may recover HP, FP, or other things.

If you match three Poison Mushrooms on the BINGO wheels, then Mario and his partner's HP and FP will be reduced by half, many audience members will leave, and Mario's Star Power will be cut in half.

Audience members throw stuff!

You can attack audience members preparing to throw things by pressing (X). But sometimes your fans will throw helpful items, so pay attention!

When this icon appears, you can press (X) to attack an audience member.

Tactics

Choose this menu when you want to do something besides attack or use an item.

Swap Partner

Switch partners in the midst of battle. Choosing to swap partners will end your partner's turn if they choose the command.

Appeal

Appeal to the crowd to increase your Star Power (→ P.18).

Defend

Assume a defensive position to reduce damage from enemy attacks.

Run Away

Get out of battle by escaping altogether. Press A repeatedly to fill the gauge. The more full the gauge, the better your chances of escaping.

The gauge fills with every press of A.

...But when you run from an enemy, you lose a few coins.

Partner Commands

Unlike Mario, your partners must each use moves to attack enemies and cannot use special moves. They can use items and Tactics just like Mario does.

Some of your partners' moves will require FP just like Mario's attacks do.

Leveling Up Mario

When you defeat an enemy in battle, you'll receive Star Points. When you collect 100 Star Points, your level will go up, allowing you to increase your HP, FP, or Badge Points (P.22).

When you level up, Mario and his partner's HP, FP, and Star Power get fully restored.

Ranking Up Partners

Partners do not level up by collecting Star Points, but if you collect 3 Shine Sprites and take your partner to Merlon's house (P.26), he will rank them up for you.

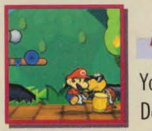
Shine Block

Hit this block to get a Shine Sprite.

Attack and Defense

Each technique has its own Attack power and will cause an amount of damage equal to that number. However, when you attack an enemy, the damage you cause will be reduced by the value of that enemy's Defense.

Attacking a Koopa with the Hammer



Attack 1 – Defense 1 = Damage 0

Your hammer has an Attack of 1, and this Koopa has a Defense of 1, so you will cause no damage with your hammer.

Attack 2 – Defense 1 = Damage 1

If you succeed at an Action Command, your attack with the hammer will have an Attack of 2, so you will cause 1 point of damage.

The Menu Screen

If you press START/PAUSE on the field screen, the menu screen will open. Use the Control Stick to select an item, and press A to confirm. Press B to return to the previous screen.

Mario

You can check Mario's levels and stats here. Direct the cursor to each item for a short explanation.

Level

Star Rank

The higher your Star Rank, the more people can fit into your audience.

Equipment and Abilities

Star Power

Special Moves

Place the cursor here to check your special moves.

Heart Points (HP)

These decrease when you take damage, and when they reach 0, your game is over.

Flower Points (FP)

Use these for Mario and partners to use techniques.

Badge Points (BP)

Use these to equip Badges.

→ P.24

Star Points

Beat enemies to collect 100 of these and level up.

Coins

Your current number of coins. You need these to buy items.

Star Pieces

These are scattered around the world. What happens when you collect them?

→ P.27

Shine Sprites

You need these to rank up your partners.

→ P.21

Play Time

The time you have spent on your current adventure.

Party

You can change partners or confirm their stats, abilities, and techniques here.

When the explanation for an item continues off-screen, use ◎ to scroll down.

Check Partners' Abilities

Place the cursor on a partner with ◎ to display their HP, rank, and moves. Press (X) to learn more about their moves.

Swap Partners

Use ◎ to select the partner you want to swap and press (A) to confirm. Try to use different partners depending on the types of enemies you're facing.

Gear

Visit this screen to use an item or check important things you are holding. Place the cursor on an item to read its description.

Gear
Use it on whom?
Mario HP 13 / 20 FP 5 / 10
Goombella HP 10 / 10
Koops HP 15 / 15
Flurrie HP 14 / 15
Turtley Leaf
Honey Syrup
Sort methods
Restores 10 HP when Mario or his partner falls.

Items

You can carry up to 10 items that can be used in battle and/or in the field. Use ◎ to select an item, press (A) to confirm, place the cursor on the character you would like to use it on, then press (A) to confirm again.

Important Things

This screen shows items needed to complete your adventure and items that you need to give to someone else. These items are not sold in stores.

Press (Z) to toggle between sorting items by alphabetical order and by type.

Badges

Equipping badges will allow you to use new moves in the field and in battle. Each badge will consume a designated number of Badge Points (BP) when equipped. You can only equip badges that require BP less than or equal to your current total.

Available BP

BP Currently Being Used

BP Free for Use

Badges and BP Needed

Equipping Badges

Badges have no effect unless equipped. Choose whether to display All Badges or only Equipped Badges by selecting each option with ◯. Press A to enter the badge list, where you can view badge descriptions.

To equip or remove a badge, select it with ◯ and press A to confirm. Equipped badges are highlighted in green. Press B to return.

Place the cursor on a badge to view its description at the bottom of the screen.

Press Z to toggle between sorting badges by alphabetical order, by type, or by BP needed.

Sample Badges

Power Bounce
Allows you to use Power Bounce in battle (→ P.16).

HP Plus
Increases your max HP by 5.

Quake Hammer
Allows you to use Quake Hammer in battle (→ P.16).

Happy Heart
Allows you to recover HP each turn in battle.

Journal

Your journal holds various bits of information, including info on important things you have picked up on your quest. Use the Control Stick to move the cursor and press A to select an item. When the explanation for an item continues off-screen, use the C Stick to scroll down.

Map

Open the map to read information about the places that Mario has been. Place the cursor on a ⬭ to view the description of that place.

Crystal Stars

Check info on the Crystal Stars you've obtained.

Tattle Log

Check data on enemies you've scoped out with Goombella's Tattle command.

Badges

Check on all the badges you've obtained. Badges you don't have yet will appear as a ?.

Recipes

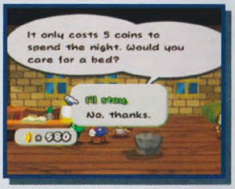
This screen will show all recipes that you've had prepared (P.27).

When viewing the Tattle Log, Badges, and Recipes screens, use L R to switch pages, and Z to change the way the list is sorted.

Town Buildings

Inns

When you pay coins to rest at an inn, Mario and his partners will have their HP, FP, and Star Power restored to max levels. There are inns all over the world.



Shops

You can buy items and badges with coins here. You can also sell items and badges.

Buying and Selling Items

Stand in front of an item you want to buy and press A. To sell an item, talk to the shop clerk and pick the item you want to sell.

You must pay the number of coins listed next to an item when you purchase it.

Storing Items

You can store unneeded items with shop clerks. You cannot store badges. Stored items may be retrieved from any shop worldwide.

Merlon's House

If you talk to the magician in Rogueport named Merlon, he will rank up your partners for the price of three Shine Sprites.

P.21

Hints

How's that quest going? I've got a few tips you might want to consider to make things go a little more smoothly.

Check your e-mail!

You will receive e-mail from people you meet on your quest. Your Mailbox SP is located in the Important Things section of your Gear menu.

- When you receive e-mail, a ! mark will appear.
- When e-mail text continues offscreen, use ◎ to scroll down.

Find those Star Pieces!

You must have seen a few Star Pieces lying around, right? Well, there's a certain fellow who loves to collect those, and if you give him a few, you might get something useful... Star Pieces are scattered all over the world.

- Always check trees and clumps of grass!
- Doing a Ground Pound on some parts of the floor may also make them appear.

Try some of Zess T.'s home cooking!

After you've been on your adventure for a while, you'll be able to get Zess T. to cook for you. When she cooks up an item, it can change into a totally different item with a different effect. You'll have to complete a certain event to get her to cook for you.

Try helping people out through the Trouble Center!

People who need help often post a request at the Trouble Center. If you help them out, they'll reward you with coins and more! But if you cancel a help request, you'll be charged a few coins.

- Stand in front of the Trouble Board and press Ⓐ to accept a request.

Look for hidden Item Blocks

Jumping in certain areas may reveal a hidden Item Block. You may get rare items from these, or simply create an important stepping stone to another area!

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